

**FIG. 1**  
**(PRIOR ART)**

09723607-112300

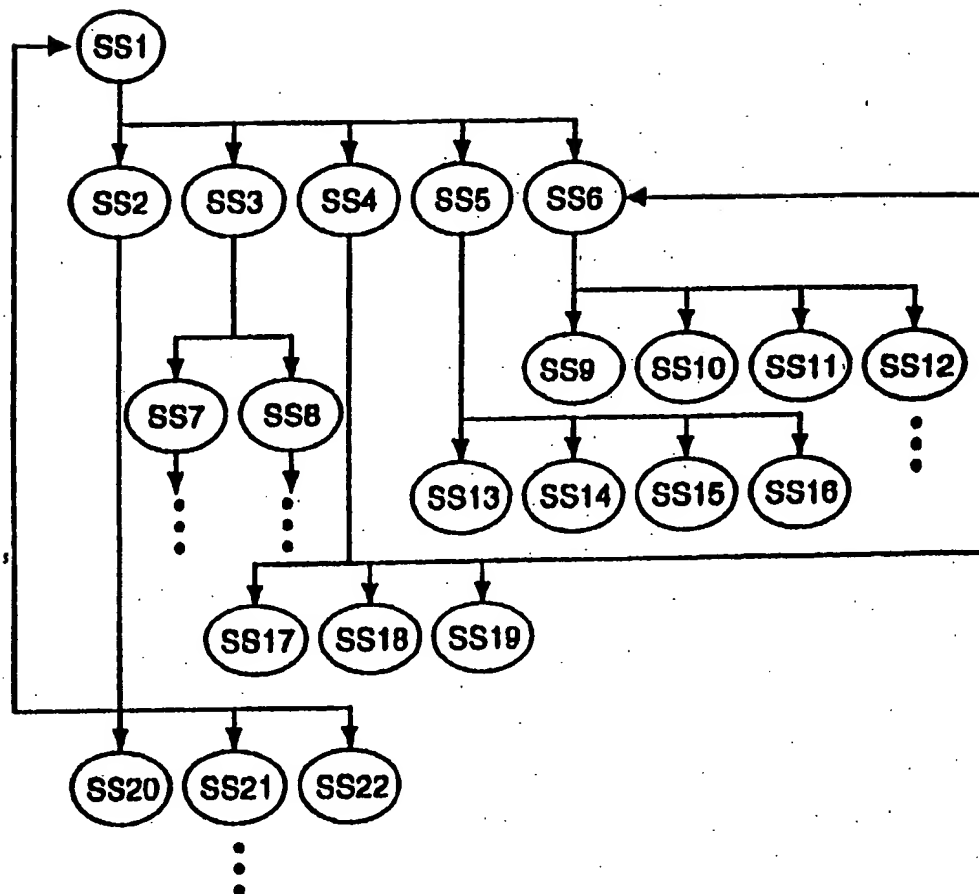
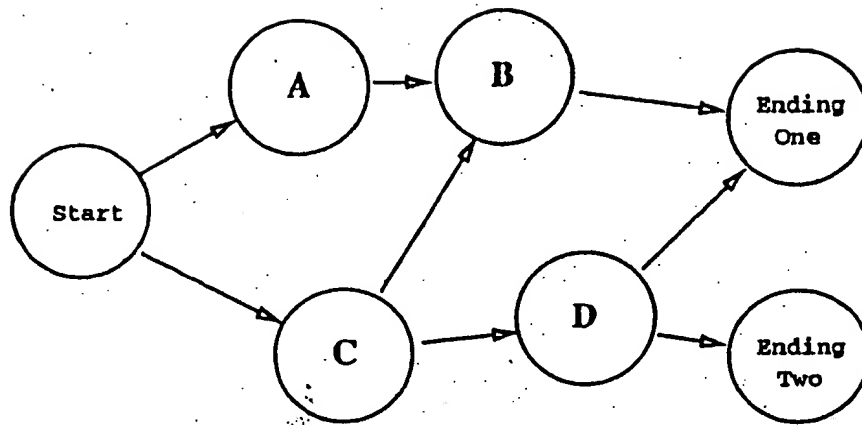


FIG. 2  
(PRIOR ART)



**FIG. 3**  
**(PRIOR ART)**

003211 2092460

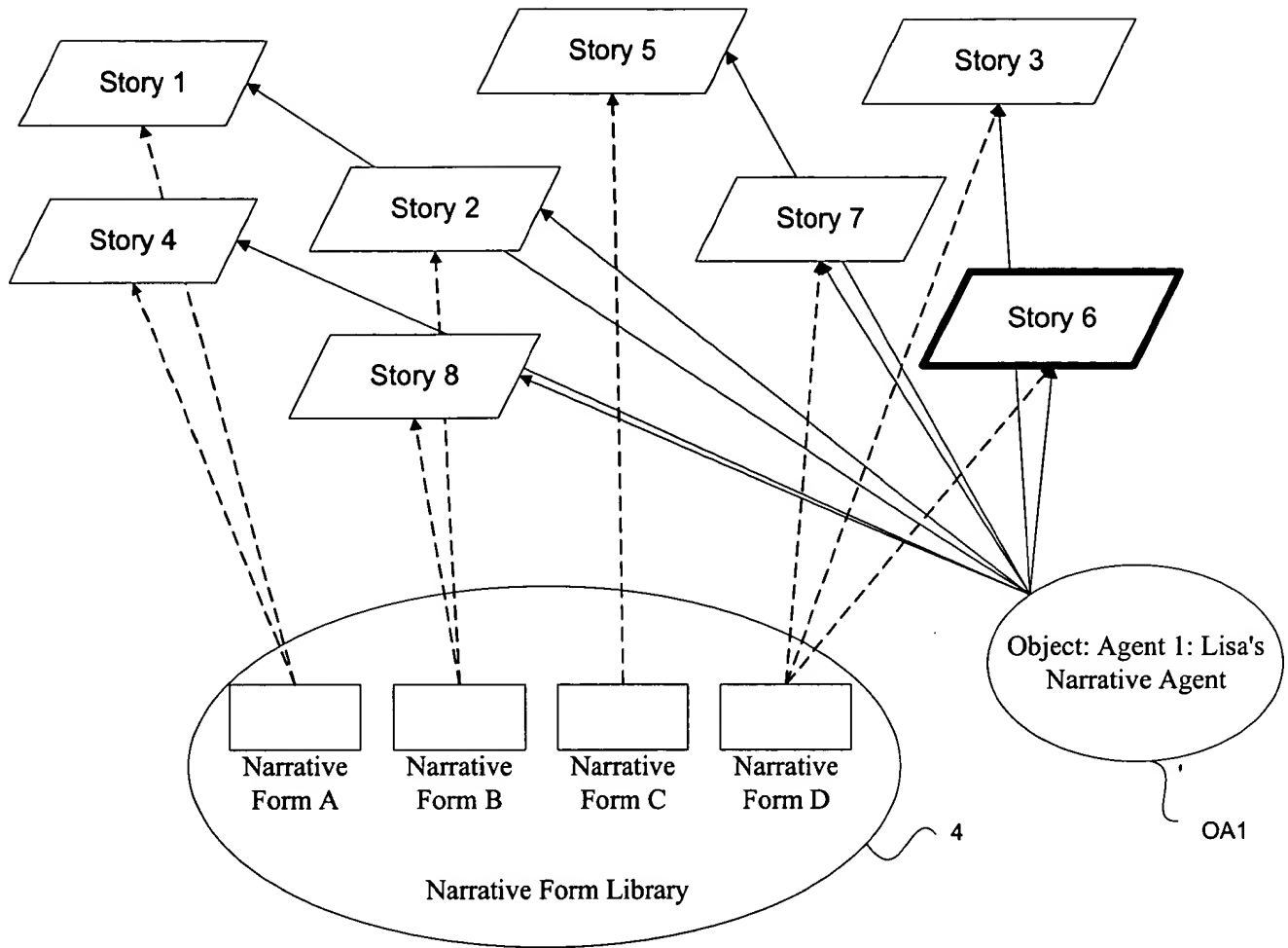


FIG. 4a

FIG. 4b

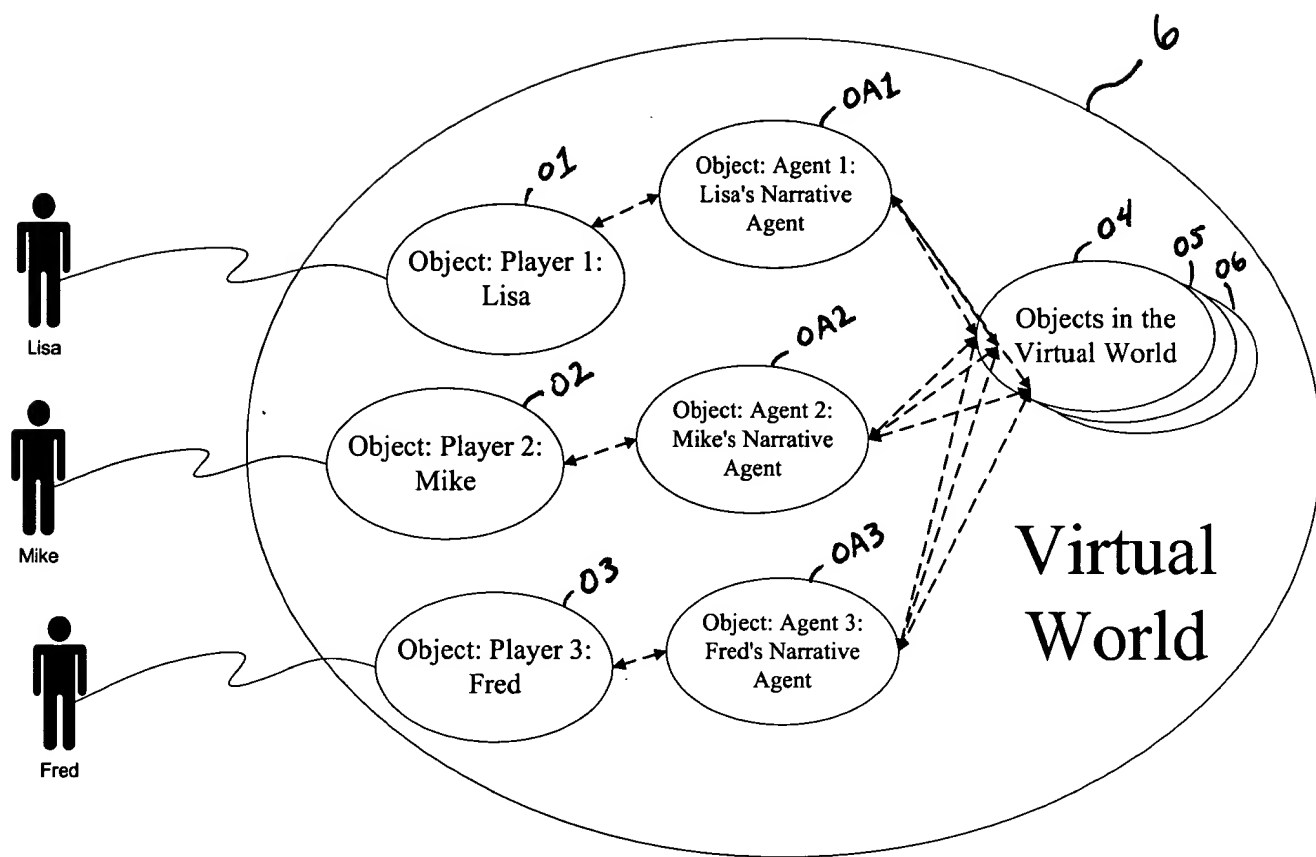


FIG. 5

**FIG. 6a**

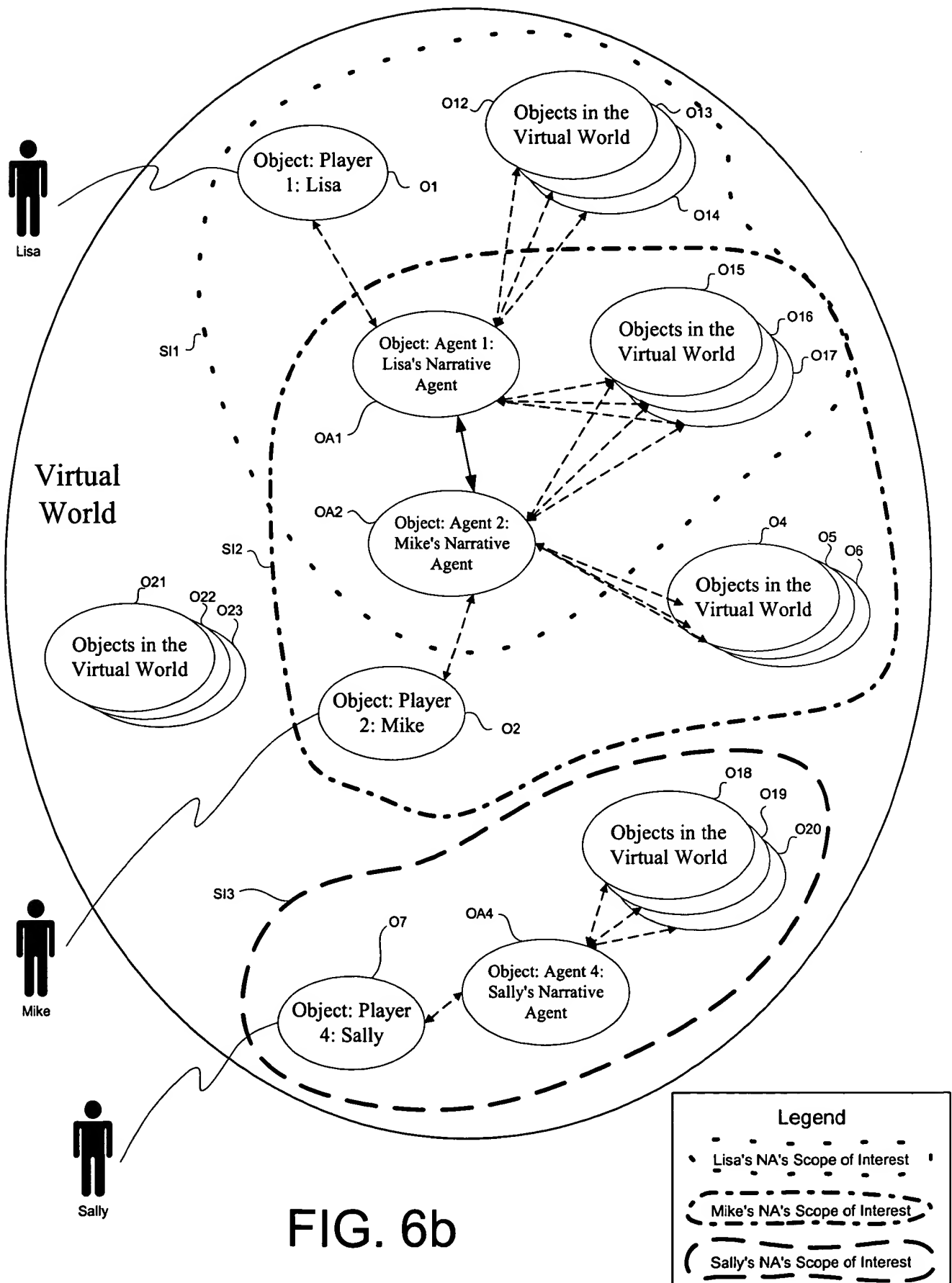
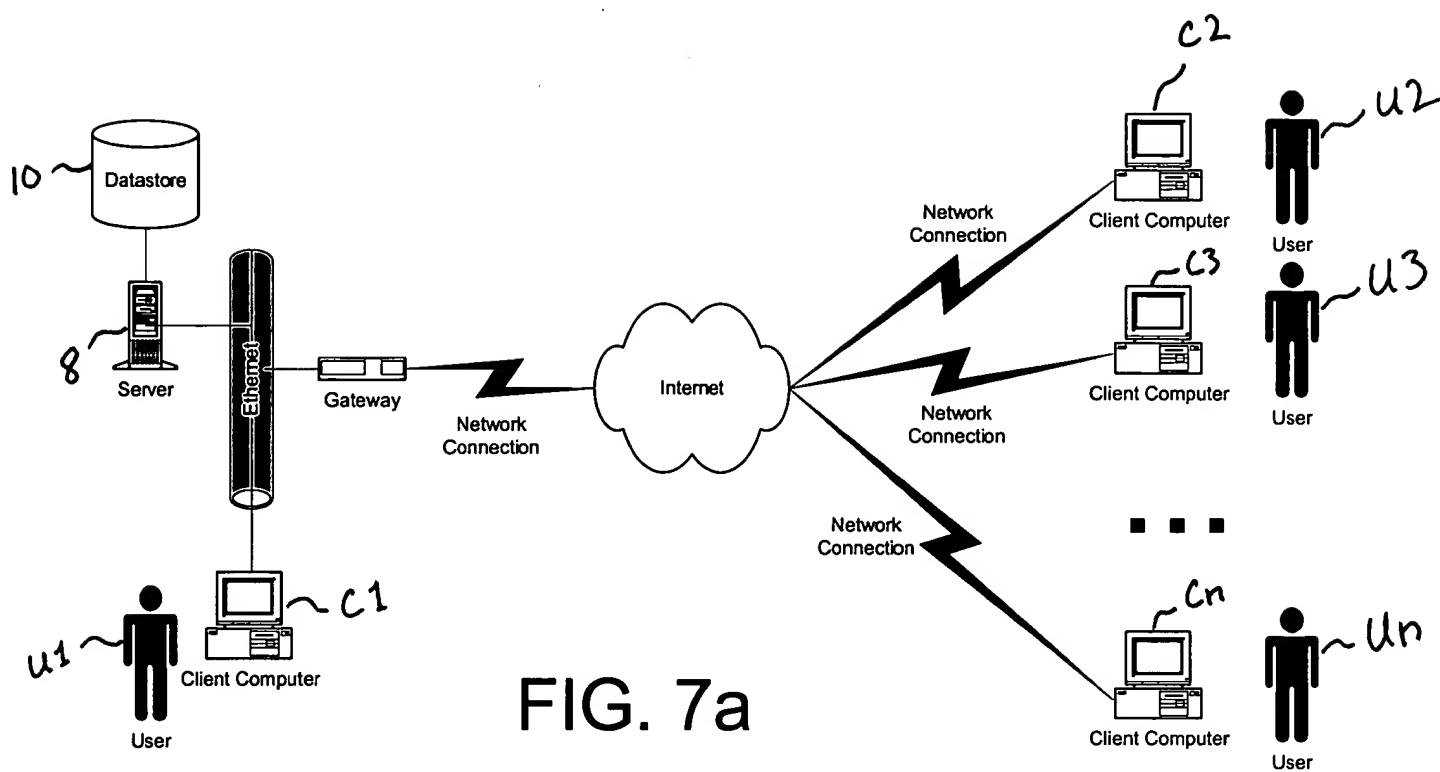
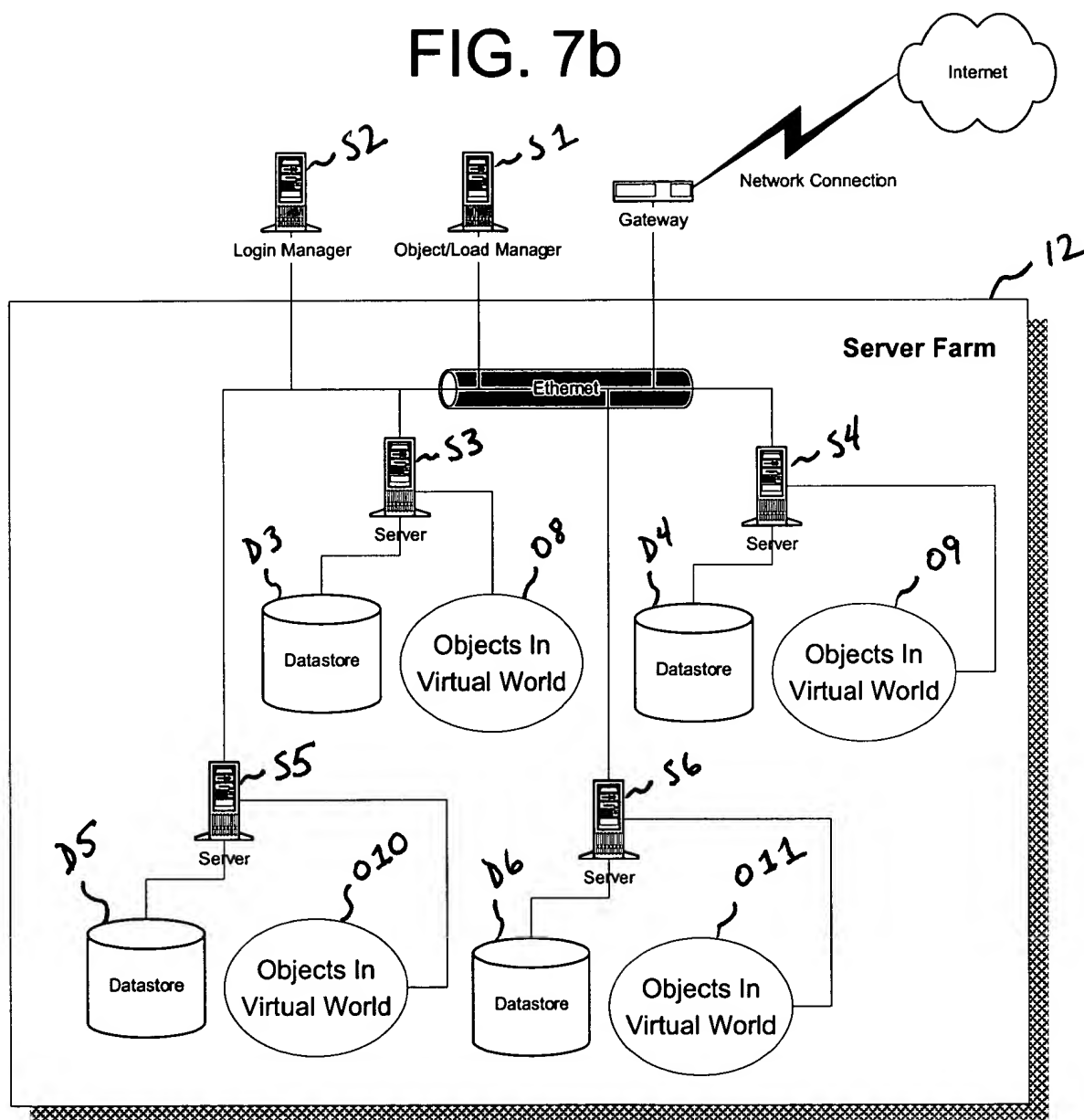


FIG. 6b





**FIG. 7b**



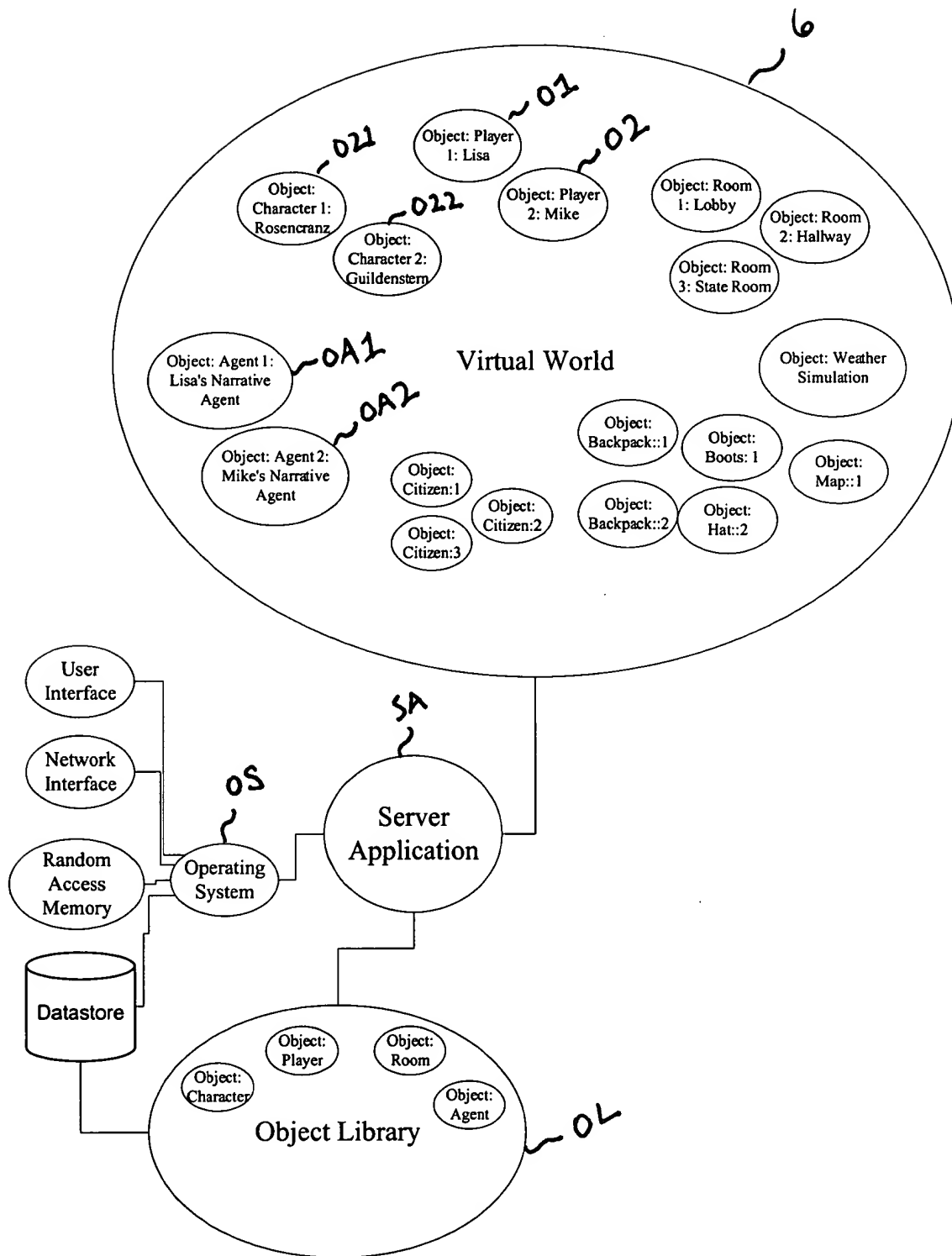


FIG. 8

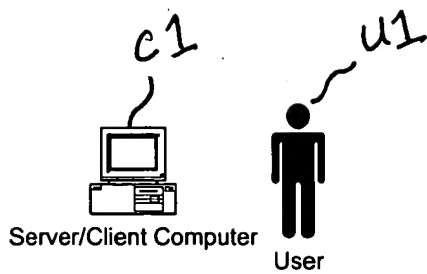


FIG. 9a

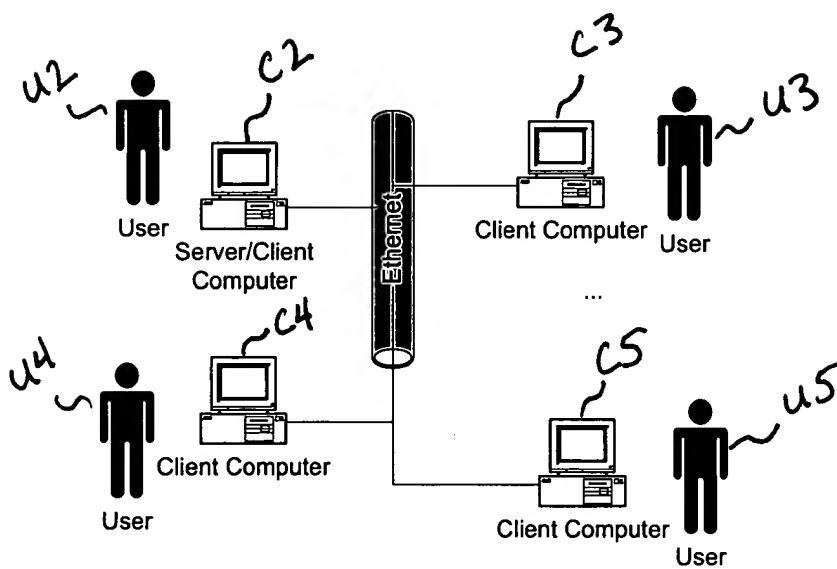


FIG. 9b

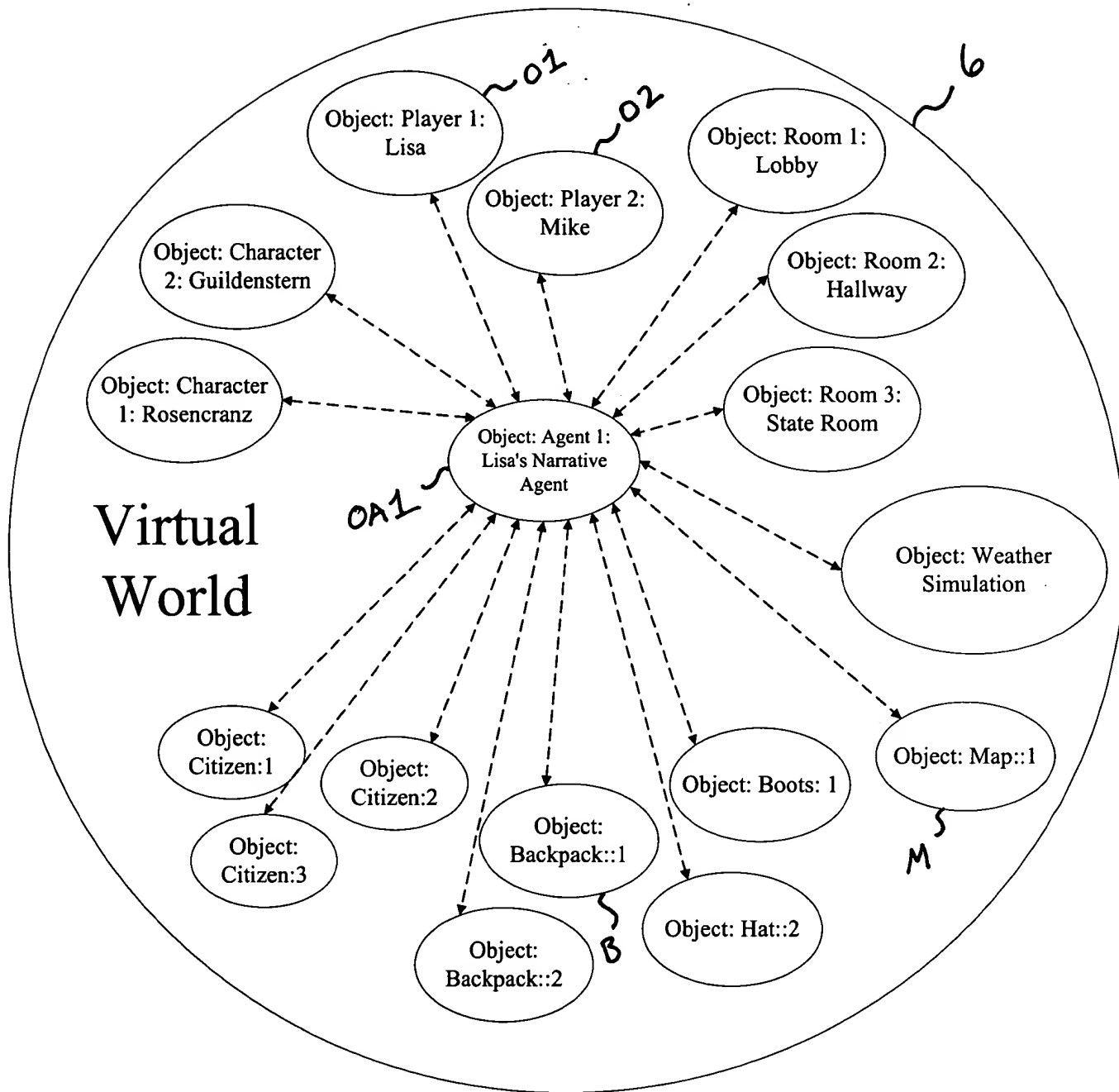


FIG. 10

09723607 112000

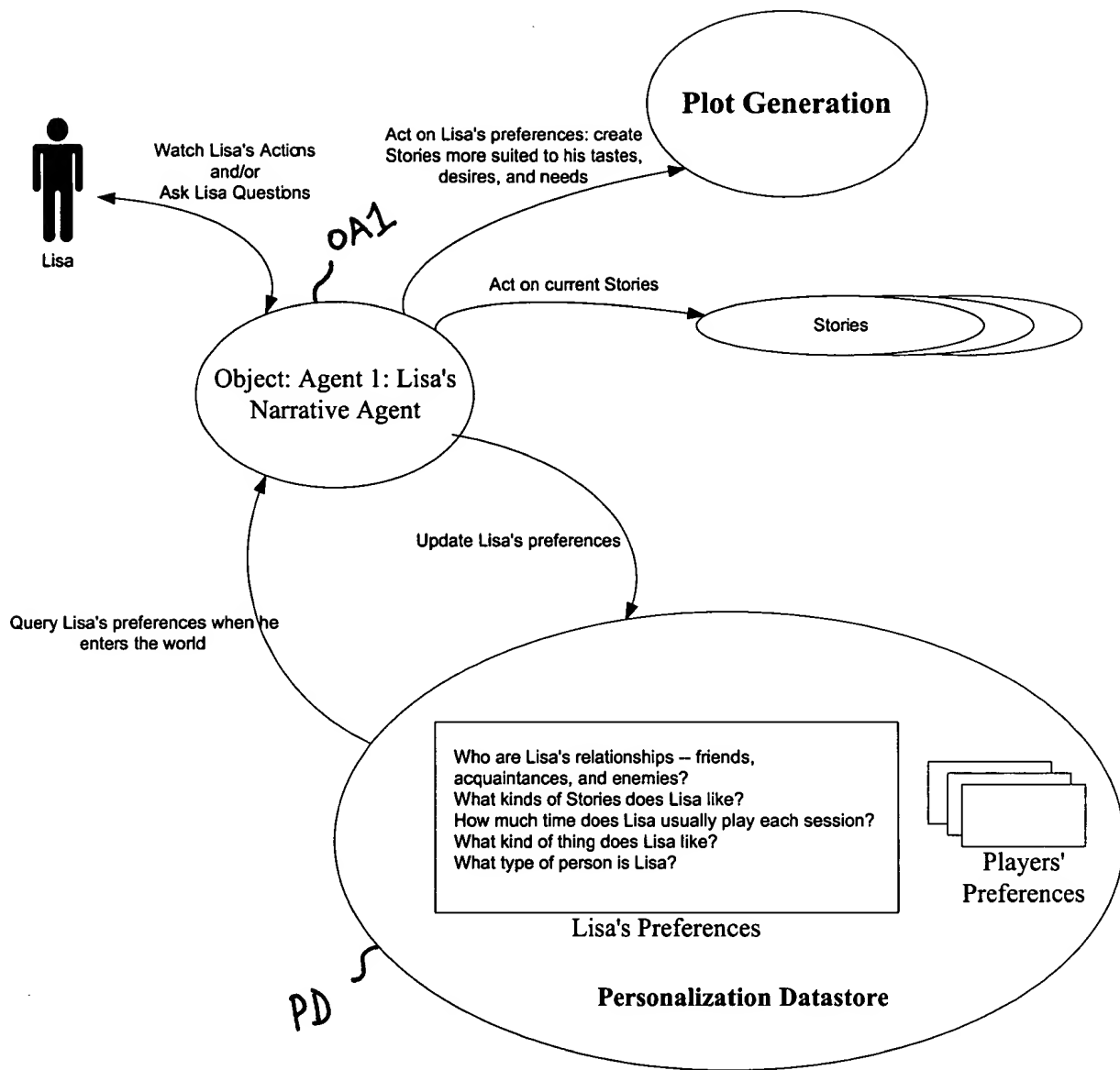


FIG. 11

**07-0907-1**

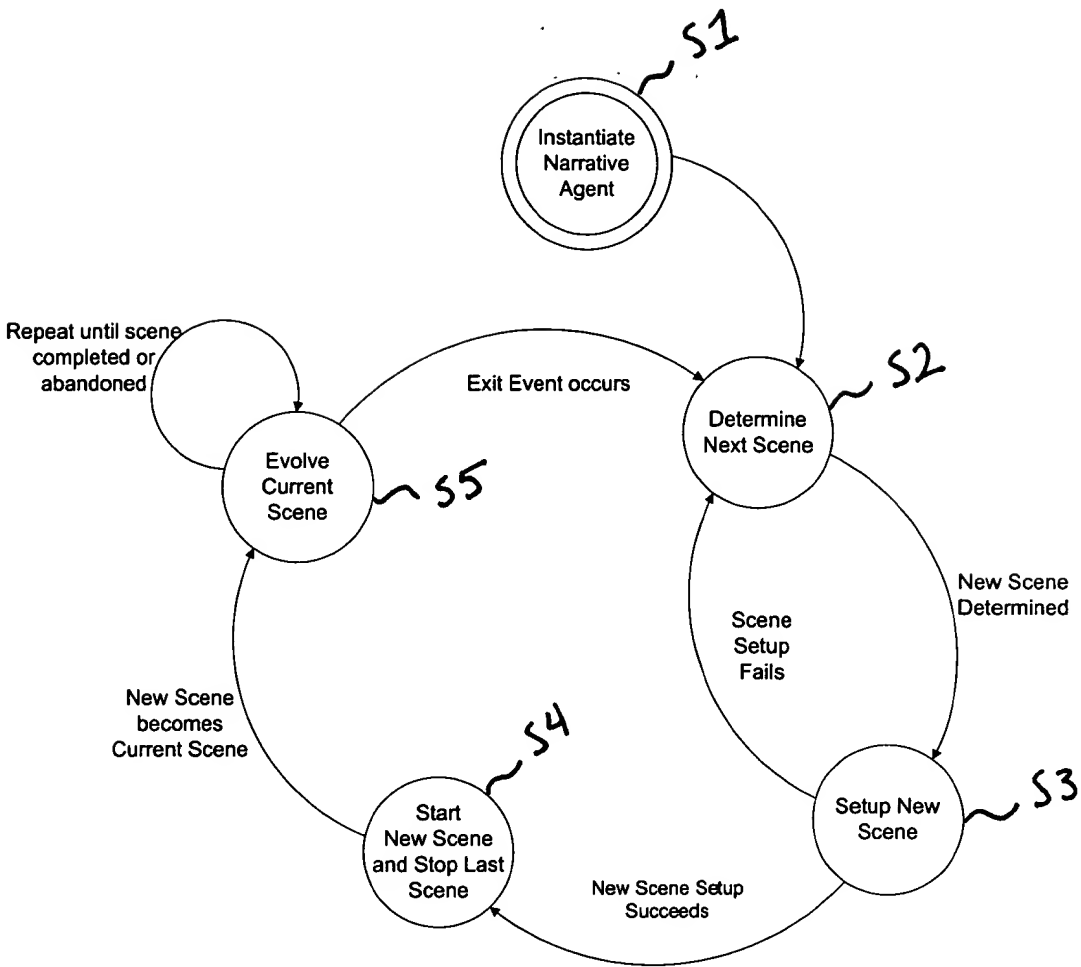


FIG. 12

FIG. 13



093607-11800

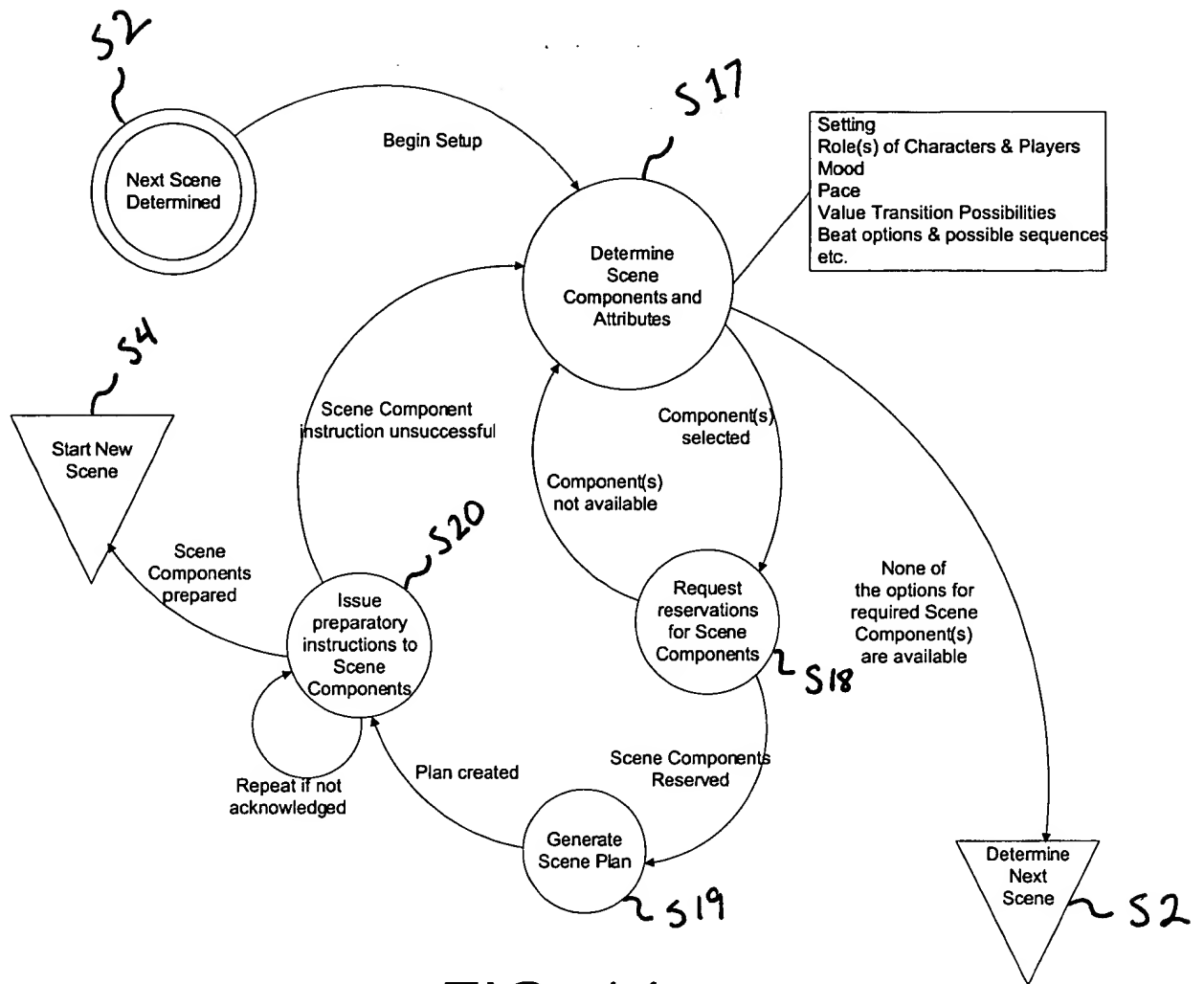


FIG. 14

**007-1160**

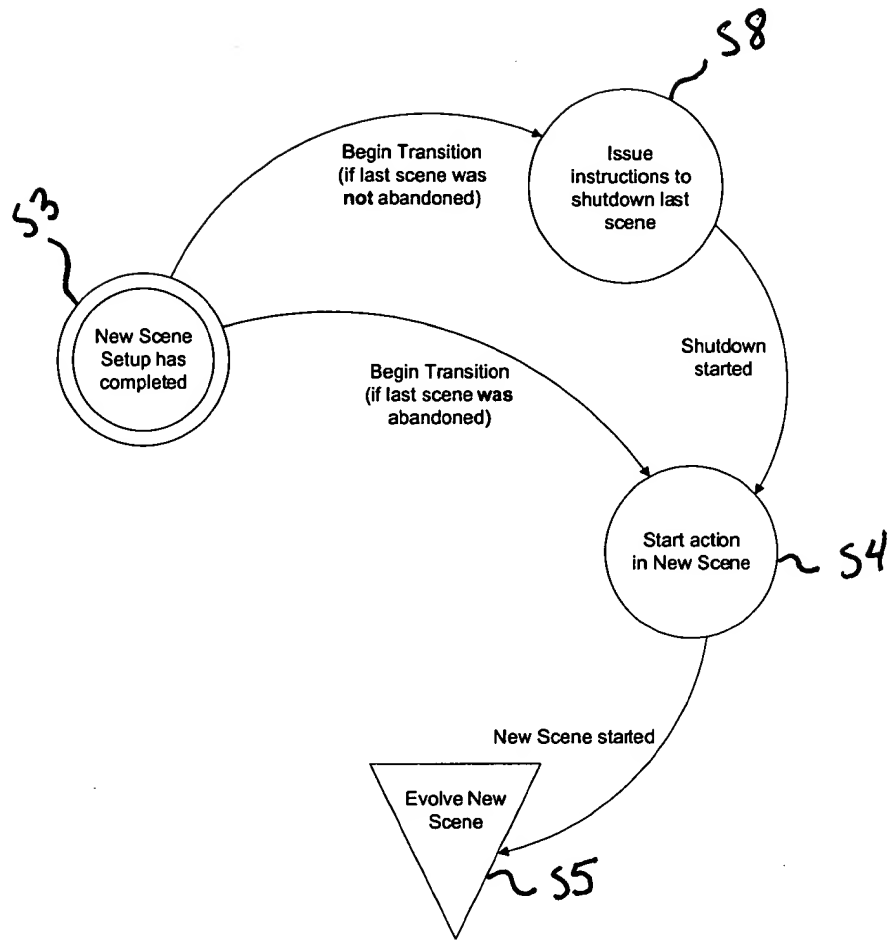


FIG. 15

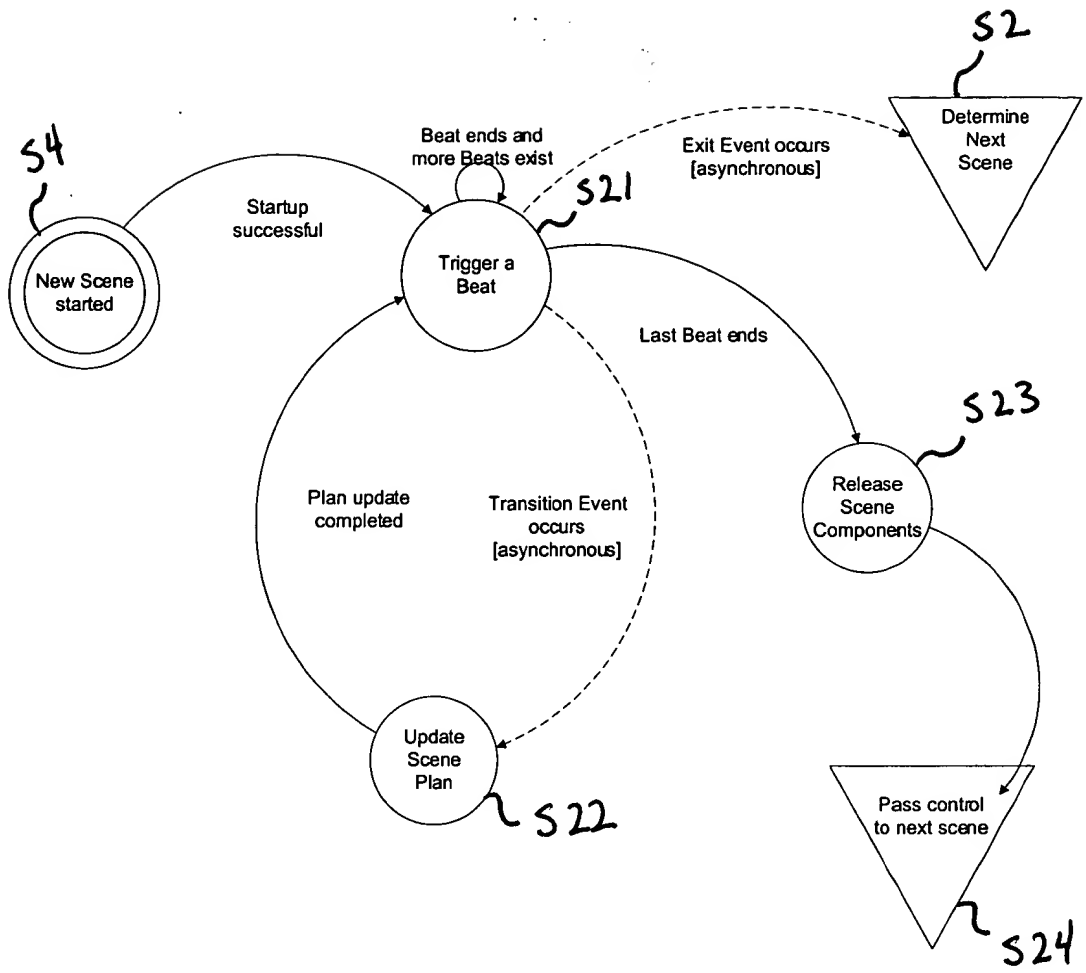


FIG. 16



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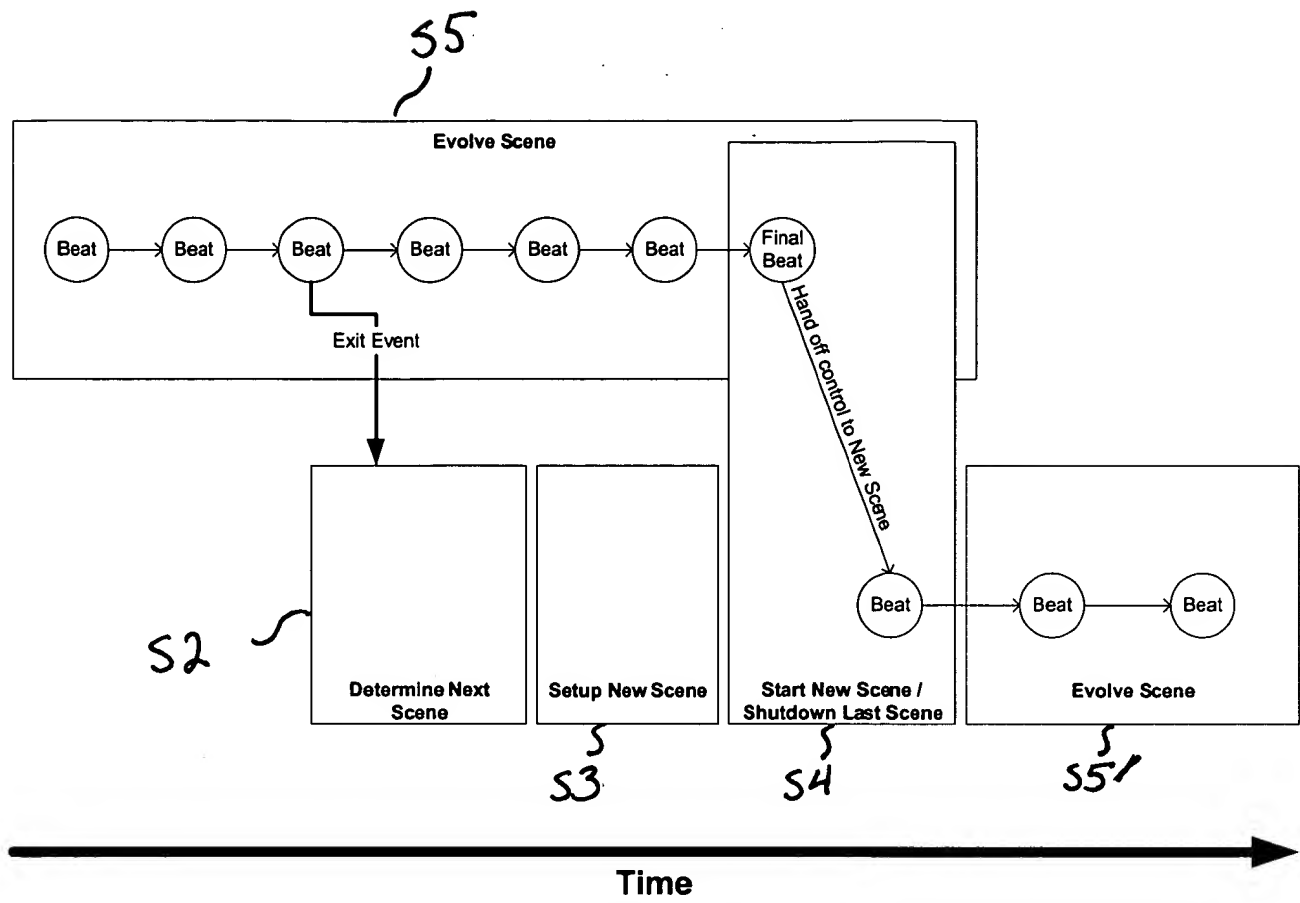


FIG. 18

The diagram illustrates a five-level hierarchy of narrative structure, with each level represented by a box containing specific narrative elements. Arrows indicate the flow from higher levels down to more detailed ones.

- Top Level (Story):** Contains Theme, Genre, Sequence of possible Ads, and Possible transitions to other Narrative Forms etc. It is the highest level of abstraction.
- Level 2 (Act):** Contains Required & optional Value Transitions, Scene options & possible sequences etc. It is derived from the Story level.
- Level 3 (Scene):** Contains Players / Characters, Setting & its characteristics, Value Transition Possibilities, Beat options & possible sequences, Mood, Pace, etc. It is derived from the Act level.
- Level 4 (Beat):** Contains Characters & Objects, Potential Interactions and Next Beats, Action(s), Timing, etc. It is derived from the Scene level.
- Level 5 (Shot):** Contains Framed Characters & Objects, Point of View, Timing, Camera Actions, Audio / Sound, etc. It is the most detailed level, derived from the Beat level.

The diagram shows how a high-level story concept is broken down into increasingly specific and detailed narrative elements across five levels.

FIG. 19

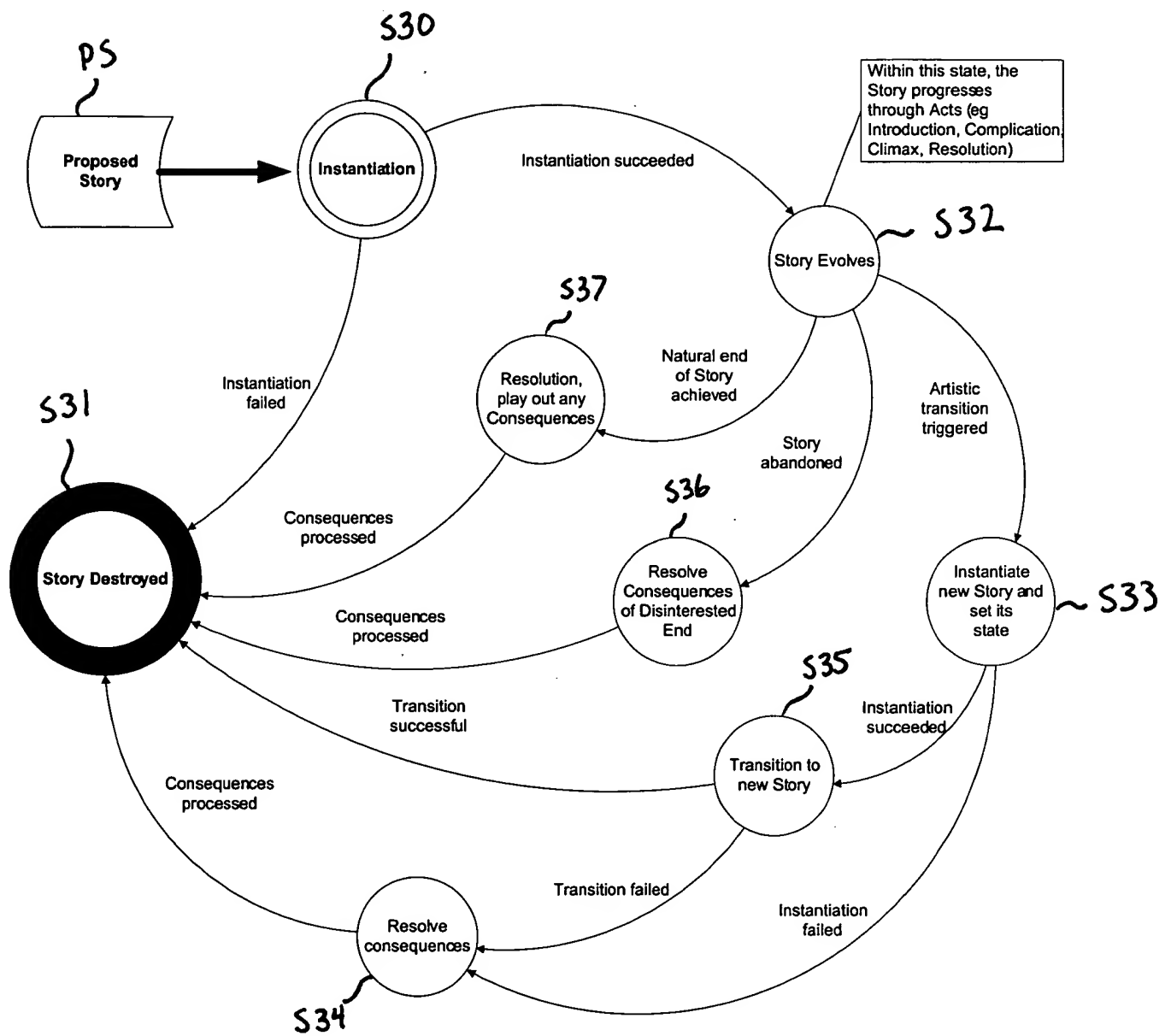


FIG. 20

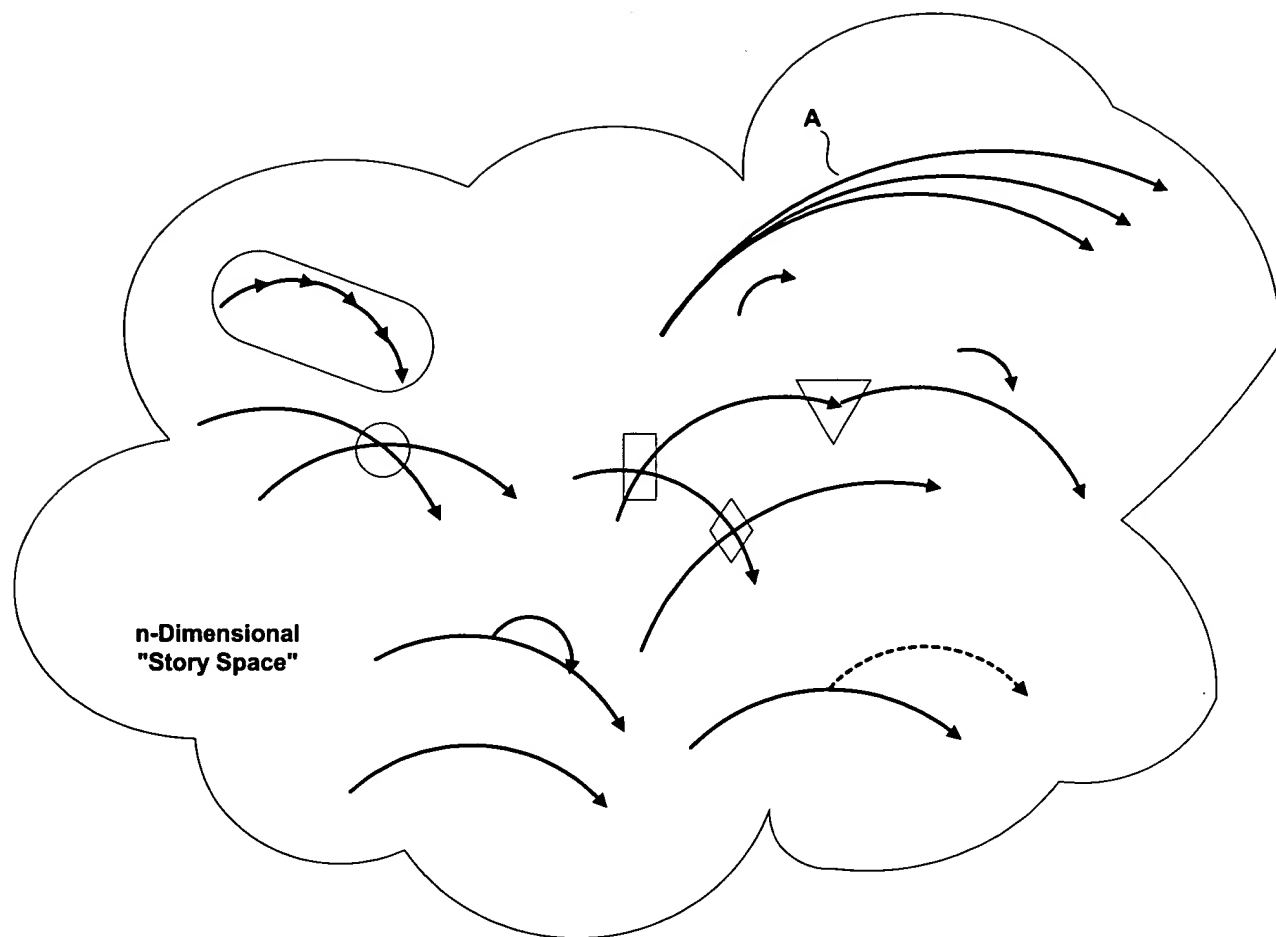
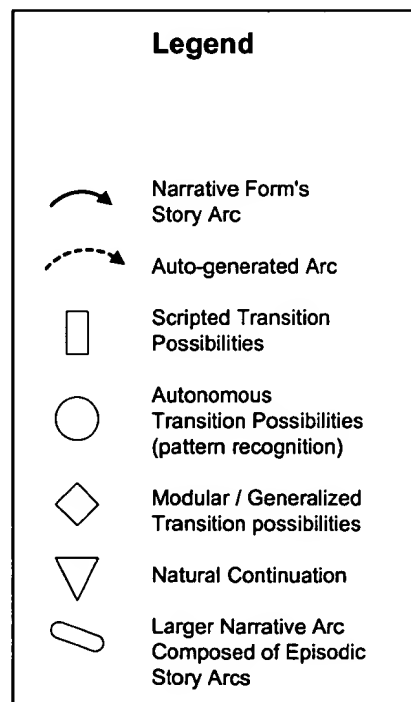


FIG. 21





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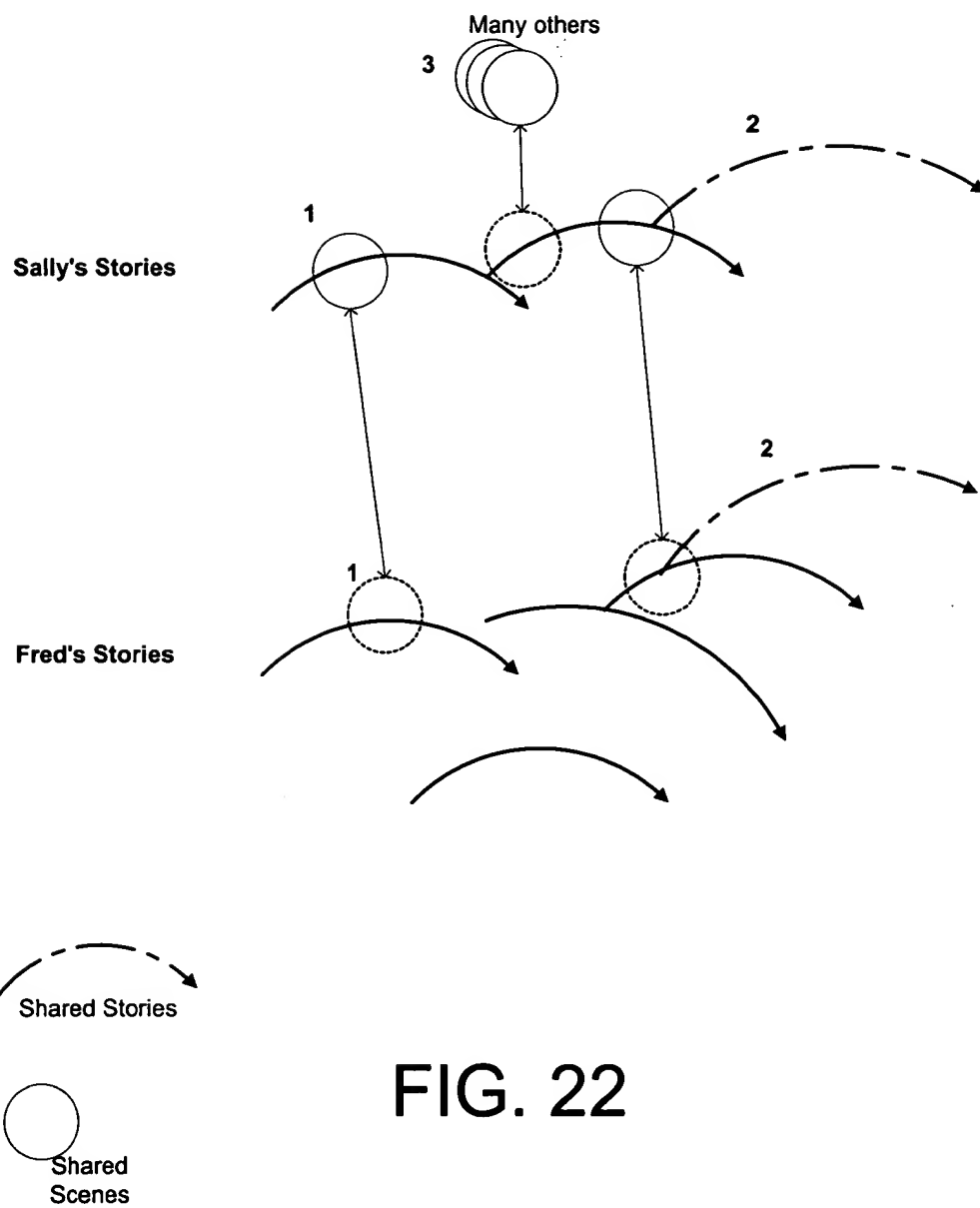


FIG. 22